Attributes

Power | Intelligence | Strength | Presence
Finesse | Wits | Dexterity | Manipulation
Resistance | Resolve | Stamina | Composure

Skills

Mental (3 Unskilled)
- Academics
- Crafts
- Investigation
- Medicine
- Occult
- Politics
- Religion
- Warfare

Physical (1 Unskilled)
- Archery
- Athletics
- Brawl
- Larceny
- Ride
- Stealth
- Survival
- Weaponry

Social (1 Unskilled)
- Animal Ken
- Empathy
- Expression
- Intimidation
- Persuasion
- Socialize
- Streetwise
- Subterfuge

Merits

Health

Flaws

Disciplines

Equipment

Attributes: 5/4/3 • Skills: 11/7/4 (+3 Specialties) • Clan (+1 clan Attribute bonus) • Wing • Blood Potency 1 (may be increased with Merit points) • Disciplines 3 (Two must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity • Starting Humanity = 7 • Starting Vitae = d10 roll.